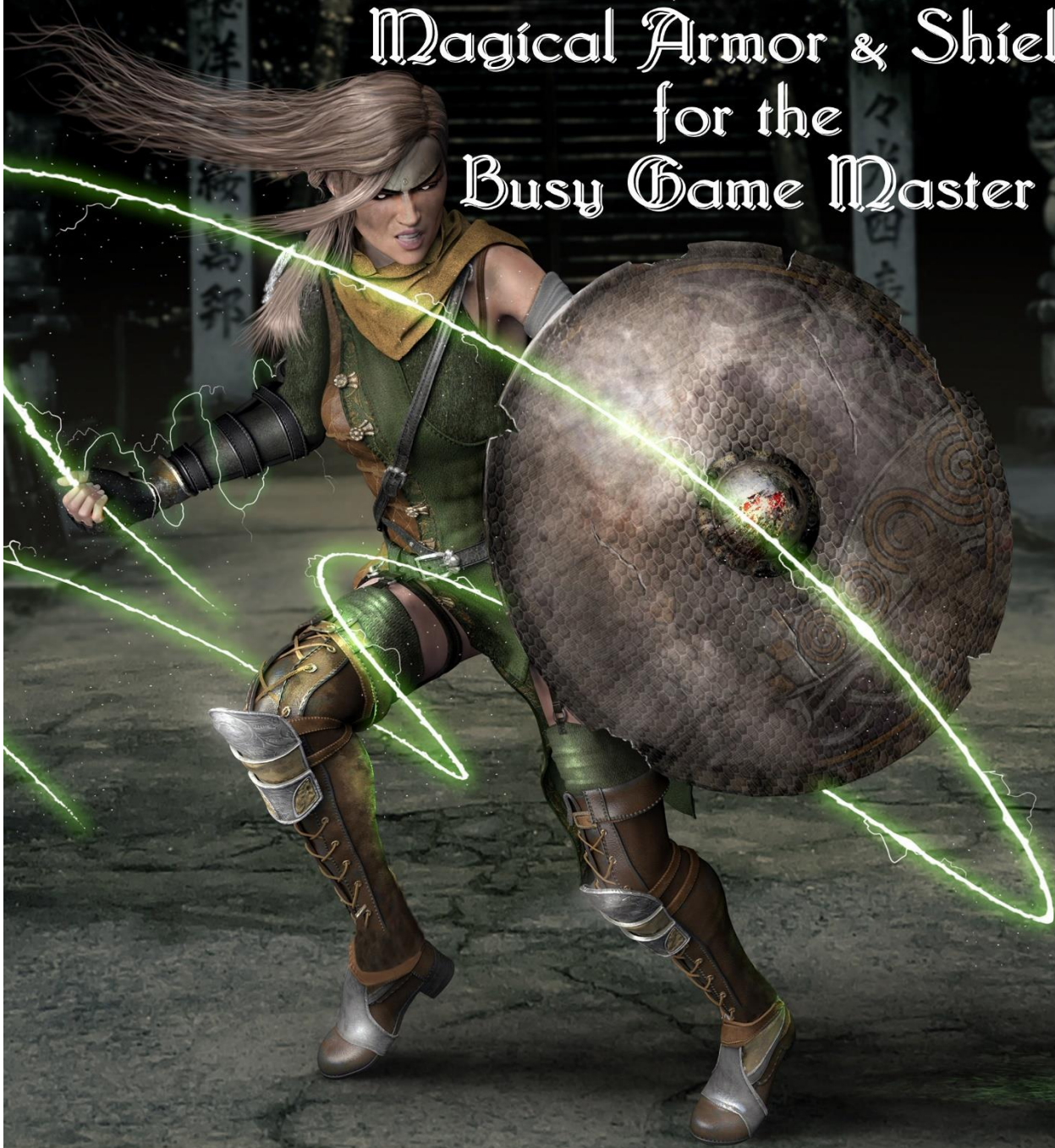


# 100 Pieces of Magical Armor & Shields for the Busy Game Master



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# **100 Pieces of Magical Armor & Shields for the Busy Game Master**

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Welcome to **100 Pieces of Magical Armor and Shields for the Busy Game Master** – a list of odd and unusual magical items built with a foundational piece of protective gear as its receptacle of power. Each piece in the list is a unique magic item for an adventurer to use in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular piece of armor or an entire set at its core, but feel free to change the type of armor to something your party members would better appreciate. Not everyone wants a magical set of plate mail but might like the same magical abilities in a set of leather armor or shield.

Each armor or shield piece detailed in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. Here are a few ideas of types of armor and shields you can work with while shaping these items for your game world. Feel free to use these suggestions to modify items in the list or add your own magical protective gear ideas. The only limit is your imagination.

- Ailette - Arms/Hands
- Armet Helmet - Head/Neck
- Aventail - Head/Neck
- Barbute Helmet - Head/Neck
- Bascinet Helmet - Head/Neck
- Besagew - Arms/Hands
- Bevor - Head/Neck
- Bouche - Shield
- Breastplate - Armor
- Brigandine - Torso
- Buckler - Shield
- Chain Mail - Armor
- Chain Shirt - Armor
- Chausses - Legs/Feet
- Close Helm Helmet - Head/Neck
- Codpiece - Torso
- Coif - Head/Neck
- Couter - Arms/Hands
- Cuirass - Torso
- Cuisses - Legs/Feet
- Fauld - Torso
- Gambeson - Torso
- Gauntlet - Arms/Hands
- Gorget - Head/Neck
- Great Helm Helmet - Head/Neck
- Greaves - Legs/Feet
- Half Plate - Armor
- Hauberk - Torso
- Heater - Shield
- Helmet - Head/Neck
- Hide - Armor
- Jack of plates - Torso
- Jupon - Torso
- Kettle hat Helmet - Head/Neck
- Kite - Shield
- Leather - Armor
- Morion Helmet - Head/Neck
- Padded - Armor
- Pauldron - Arms/Hands
- Pavise - Shield
- Plate - Armor
- Poleyn - Legs/Feet
- Pourpoint - Torso
- Rerebrace - Arms/Hands
- Ring Mail - Armor
- Sabaton - Legs/Feet
- Sallet Helmet - Head/Neck
- Scale Mail - Armor
- Schynbald - Legs/Feet
- Spangenhelm Helmet - Head/Neck
- Spaulder - Arms/Hands
- Splint - Armor
- Studded Leather - Armor
- Targe – Shield
- Tassets - Legs/Feet
- Vambrace - Arms/Hands
- Visor - Head/Neck

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Many items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

To create maximum flexibility, none of the full sets of armor, shields, or pieces list an AC buff. It is left to the game master to decide if an AC buff (+1, etc.) is an appropriate addition over and above its magical powers for any particular campaign or character.

Use this list to choose a random magic piece of armor or shield by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The <b>Shield of Mirrors</b> is a brass shield with dozens of mirror-like surfaces on its face. The smallest is in the center and is perfectly circular. The rest are curved rectangles in four layers moving from the center to the rim.</p> <p>As an action, the wearer can make the shield unleash a dazzling light display with a concentrated beam of light emitted from the central mirror. It can be aimed at one target within 30' and cause blindness if the target fails a DC 17 Constitution saving throw. The blindness lasts for one minute. This ability can be used three times daily.</p>
2	<p>The <b>Plate Armor of Resistance</b> is a mottled black armor set stained and pitted from its long history of serving heroes in battle.</p> <p>Once per day, the attuned wearer must roll a D6 to determine the type of resistance the armor gives for that day. The possible results are (1) fire, (2) lightning, (3) thunder, (4) acid, (5) necrotic, or (6) radiant. The resistance lasts until dawn the next day.</p>
3	<p>The <b>Great Helm of the Repeater</b> is a polished iron helmet with a thin slit cut into it for viewing. A large piece of faceted quartz is mounted into the helmet above the eye slit.</p> <p>The attuned wearer can use a reaction to absorb the energy of one spell attack and fire it back at the caster. It does not work on area of effect spells. The helmet holds a maximum of two charges and regains one charge every morning.</p>
4	<p>The <b>Gauntlets of Absorption</b> are a very flexible painted set of iron gloves. They are jet black with stripes of a particular color running through them: red, blue, green, yellow, or orange.</p> <p>The gauntlets give the attuned wearer resistance to a single energy type, as signified by the color of the stripes. Red is for fire damage, blue is for cold damage, green is for poison damage, yellow is for lightning damage, and orange is for acid damage.</p>
5	<p>The <b>Vambraces of Secretion</b> is a set of forearm armor made of pounded steel and painted a deep green color. They are covered with runes in white.</p> <p>Acid shoots out of each vambrace when the forearms are clicked together. Each vambrace can strike one target within 10' of the wearer. If the range attacks succeed, they each cause 2D6 acid damage. The vambraces hold a maximum of three charges and regain one charge daily.</p>
6	<p>The <b>Armor of Flexibility</b> is a beautiful set of forged plate mail made from polished steel and engraved with all manner of runes across its entire surface.</p> <p>The attuned wearer can use an action to change the armor into any other type of armor. This change feature allows the wearer to defeat spells that would heat or magnetically attract metal armor or morph into a quieter type of armor when attempting to be stealthy. The wearer's AC will change depending on the current armor type.</p>
7	<p>The <b>Armor of Piscine Movement</b> is an iridescent set of scale mail. The scales sparkle like mini rainbows when struck by sunlight.</p>

	<p>When the attuned wearer dives into the water, the armor transforms. The foot coverings change into flippers, the arms grow stabilizing fins, and the collar extends upward over the head like a helmet. While so transformed, the wearer gains a swimming speed of 50', can breathe underwater, and has clear visibility up to the wearer's normal vision range.</p>
8	<p>The <b>Armor of Transference</b> is a set of studded leather armor. It is dark tan, covered with bronze studs, and heavily scarred but fully intact and functional.</p> <p>The armor absorbs damage and transfers healing hit points to the attuned wearer. The wearer has resistance to all bludgeoning, piercing, and slashing attacks and gains back one-half the hit points of the damage caused by all attacks per round up to a maximum of three hit points per round.</p>
9	<p>The <b>Chain Mail of Health</b> is a set of chain mail built with copper rings and worn over a padded vest. It covers the head and body and drapes down to the knees, offering almost complete body coverage.</p> <p>Once per day, the attuned wearer can cause the armor to heal. The armor gives 4D8 HP of healing as a reaction when activated. Additionally, the armor is aware of the health status of the wearer. If an attack causes the wearer to drop to 0 HP, the armor automatically uses its healing ability if it has not already been used that day.</p>
10	<p>The <b>Scale Armor of the Blue Charge</b> is made of steel, painted blue, and interweaved with scales from a blue dragon. In the dark, tiny electrical discharges emanate from its surface (like static electricity bolts.)</p> <p>The attuned wearer can harness this electrical energy once per day as an action to cast a lightning bolt. The lightning bolt fires in a straight line 50' long and causes 8D8 HP damage to all who fail a DC 17 Dexterity saving throw. Those who succeed take half damage.</p>
11	<p>The <b>Leather Armor of Blending</b> is made from supple deerskin and treated to have a mirror-like surface so perfect that you can see your reflection in it.</p> <p>When donned and attuned, the mirror-like surface immediately blends perfectly with the environment, and its magical effect expands to offer the same blending to any exposed skin. The wearer quickly gains control of the blending effect and can use it to change from normal brownish leather color to its chameleon-like ability with a reaction.</p>
12	<p>The <b>Hide of the Taser</b> is a set of leather armor made from the hide of an adult dragon. It was carefully tanned and softened to make it as supple as deerskin leather but much more elegant as its rippling surfaces showcase a variety of shimmering blues when worn.</p> <p>The attuned wearer gains the ability to stun a target as part of a weapon attack. Whether it be a melee attack or a ranged attack, the wearer can use a bonus action to fill the weapon with enough static electricity to cause a stunning strike (per the monk's stunning strike ability) with a DC 17 Constitution saving throw to shrug off the effect. This effect can be used three times per day. The charge dissipates without effect if the attack doesn't hit the target.</p>

13	<p>The <b>Padded Armor of Grimy Decay</b> is a disgustingly dirty set of armor. While fully functional, it is filled with small tears, ground in dirt and blood, and is flea infested.</p> <p>It has two effects for one brave enough to wear this armor set. First, the wearer's charisma-based ability checks get a -2 penalty. Second, the wearer's intimidation checks get a +5 bonus.</p>
14	<p>The <b>Buckler of Spell Turning</b> is a small shield that fits comfortably on the wearer's forearm. It is made of pounded iron and decorated with various bits of colored ceramic around a central quartz gemstone. The entire cover is varnished to protect the multiple components from damage.</p> <p>The attuned wearer can use this buckler to turn aside a portion or the entirety of any spell's energy, specifically targeted at the wearer or area of effect spells. The buckler can turn aside up to 50 HP of spell damage per day, with the wearer getting to decide how much damage to reflect per attack. The turning ability can only be used once per round as a reaction. The buckler recharges at dawn.</p>
15	<p>The <b>Bouche of Charming</b> is a large shield made of wood. The shield has been carved out in hundreds of small depressions and is painted to look like a piece of a stained glass window.</p> <p>The paint has been imbued with magic to allow the attuned wearer to use an action to turn its surface mirror-like while focusing on one target. The target sees itself in the mirror and must roll a DC 16 Wisdom saving throw or be charmed.</p>
16	<p>The <b>Ring Mail of Repose</b> is made of a mix of copper and iron rings, each covered in tiny runes.</p> <p>The attuned wearer can attain a much more restful state than usual, cutting the wearer's standard rest times in half. If a short rest took an hour, it now takes thirty minutes. If a long rest took eight hours, it now takes four; if a long rest took four hours, it now takes two.</p>
17	<p>The <b>Sallet Helmet of Command</b> is a steel helmet shaped like a cowboy hat if it was pulled down to the chin and had an eye slit cut into it. It is painted with a rune in red and blue inks on its top.</p> <p>The attuned wearer can attempt to dominate a person or monster once daily. The target must succeed against a DC 17 Wisdom saving throw or be dominated for ten minutes. Each time the target takes damage while dominated, it gets to reroll the saving throw.</p>
18	<p>The <b>Shield of Spell Storing</b> is a wooden shield with a braided copper and silver rim.</p> <p>The shield holds a maximum of ten levels of spell energy. The attuned wearer can use a bonus action to absorb any number of spell levels up to the maximum the shield has to replenish depleted spell slots. One level of energy restores a first-level spell slot, two levels, a second-level spell slot, and so on. The shield regains 1D4 levels of spell energy per morning. Any class of spell caster can use it.</p>



19	<p>The <b>Plate Armor of Delight</b> looks showroom perfect. Its surface gleams like a mirror, and all the joints move without noise. Even the padding to prevent chafing is clean and smells fresh.</p> <p>The armor is imbued with magic to keep it clean and in excellent condition. It constantly mends itself as needed, ensuring that there are no nicks, holes, stains, or smells coming from it. Additionally, the cleaning effect keeps the armor exceptionally quiet, and the wearer does not suffer from disadvantage on sneak rolls.</p>
20	<p>The <b>Blue Armor of the Arctic</b> is plate armor lined with leather made from a blue dragon.</p> <p>The armor regulates the wearer's temperature at environmental temperatures from 100 degrees to -60 degrees. While active in this temperature range, the wearer is not affected by temperature-related exhaustion.</p>
21	<p>The <b>Suit of Vile Darkness</b> is a cloudy black set of metal armor that seems to always be in motion, almost like it is dripping bits of vile darkness around it, causing the wearer to look fog shrouded at all times.</p> <p>The armor can express a sphere of hazy gray-black fog in a five-foot radius when attuned as a bonus action. This effect lasts for one minute and causes 1D4 HP necrotic damage to everyone in its area of effect for every round they remain in that radius – friends and foes alike. Additionally, once per day, as an action, the wearer can cast a ball of dark, sickly necrotic energy up to 60' and cause it to burst into a 20' sphere of necrotic energy, causing 4D8 HP damage to everyone within its range who fail a DC 17 Dexterity saving throw. It causes half damage to all those who succeed.</p>
22	<p>The <b>Scale Mail of Burrowing</b> is a set of armor made of a mix of iron and brass. The scales are vaguely curved and look like shovels.</p> <p>While wearing this armor, the wearer can burrow in the dirt, sand, and loose rocky soil at the wearer's normal walking speed.</p>
23	<p>The <b>Wooden Armor of Growth</b> is made of bamboo slats tied with silk strings. It wraps around the torso and arms and is built with articulations to maintain normal movement ranges when worn.</p> <p>When attuned, this armor allows the wearer to cast plant growth, entangle and spike growth as an action. Each spell can be cast once per day. This armor gives similar protection to chain mail.</p>
24	<p>The <b>Armor of Mists</b> is a plate armor set with several hollow tubes running along its inner surfaces. There are also hundreds of very fine holes in the armor built into its boots.</p> <p>The attuned wearer gains the ability to generate a fog effect equivalent to the fog cloud spell. It lasts one minute before dispelling. The wearer can use this effect as many times per day as desired, but for every use after the first one, the wearer suffers one level of exhaustion as the armor sucks the water from the wearer's body to generate the cloud of fog.</p>



25	<p>The <b>Gauntlets of Fey Transference</b> is a set of gauntlets made of a translucent yellow material. It is as strong as metal and as flexible as gloves.</p> <p>As a bonus action, the attuned wearer can attempt to touch a target in melee range (with a standard melee attack roll.) If the target is touched, fairie fire erupts around it and lasts for one minute. All attacks against that target have advantage for the duration. The wearer can use this feature every round.</p>
26	<p>The <b>Padded Armor of Grappling</b> is a thick yet flexible set of armor that wraps around the entire torso and is tied tight to keep it firmly in place. It is a bit dirty and grass-stained.</p> <p>If the attuned wearer successfully grapples a target, the target is restrained and takes 1D6 HP damage. At the end of each of the target's turns, it can roll a DC 15 Strength check to break the grapple or take an additional 2D6 HP damage.</p>
27	<p>The <b>Kite of Passage</b> is a wooden shield. Its face is covered in a banded copper plate which is etched with the design of a maze.</p> <p>As a bonus action, the attuned wearer can use the shield to step into the ethereal plane and back into the material plane at will. While in the ethereal plane, the wearer will be aware of what is happening in the material plane but cannot take any actions. However, the wearer can move as normal without the worry about obstacles as they do not extend into the ethereal plane. When crossing back into the material plane, the wearer will be placed in the nearest unoccupied spot closest to where you are.</p>
28	<p>The <b>Mail of Impact</b> is a set of plate armor covered with a series of unusual score marks.</p> <p>The attuned user can use a bonus action to morph into a 5' diameter steel ball and then use an action to travel with great force (like a cannonball shot from a cannon) in a 30' line, striking anyone in its path for 4D6 HP damage. Those who succeed on a DC 17 Dexterity saving throw take half damage. Once the path is traversed, the armor transforms back into its original shape. This cannonball attack can be used twice daily and regains one charge daily.</p>
29	<p>The <b>Armor of the Ferocious Aspect</b> is a set of plate armor covered in wicked-looking animal horns, fangs, and claws. It is painted black and red to look like it is blood-soaked.</p> <p>The attuned wearer can use an action to radiate fear in a 30' radius and choose which targets will be affected. All chosen targets in the spell's range must roll a DC 17 Wisdom saving throw or be frightened for one minute and use their Dash action to move as far away from the wearer as possible.</p>
30	<p>The Couter's of <b>Flight</b> is a set of elbow guards made of polished brass with several ridges that look like the folded feathers of a bird.</p> <p>The attuned wearer can command the couters to turn into wings as an action, giving the wearer the ability to fly for 10 minutes. For the duration, the flying speed is 60' per round, and when the ability ends, the wearer will fall gently to the ground. This ability can be used once daily.</p>

31	<p>The <b>Sabaton of the Mists</b> is a set of steel shoes with several articulations to allow for unfettered movement. Each articulation is fastened to the base by two gold-plated steel bolts, each having a symbol that looks vaguely cloud-like in its artistic rendition.</p> <p>The attuned wearer can use a reaction to teleport up to 50' to an unoccupied space that the wearer can see. This feature can be used twice daily.</p>
32	<p>The <b>Chain Shirt of Holes</b> is a chain shirt made of interlinked brass, bronze, and iron rings intermixed with a small number of silver and gold rings. The back of the shirt forms a mosaic design representing a cloud drifting across a sky.</p> <p>The attuned wearer can use an action to become a misty, insubstantial figure for up to ten minutes. While in this form, the wearer can only move 10' per round, pass through the smallest of cracks, and take half damage from non-magical attacks. The wearer cannot interact with physical objects or communicate in this form, and the effect can be dropped by expending a bonus action. This ability can be used once per day.</p>
33	<p>The <b>Leathers of the Phoenix</b> is a set of supple lamb skin leather armor died deep black. The back of the torso portrays an artistic image of a phoenix rising from the ashes of a fire.</p> <p>The attuned wearer gains resistance to all fire damage-based attacks. If the attack involves a Dexterity saving throw, success means the wearer takes no damage.</p>
34	<p>The <b>Tassets of Haste</b> are a set of upper thigh protectors made of thin dwarven forged steel plates. The inner surface is covered with hundreds of tiny bumps, and they feel like they flow with some unknown energy source.</p> <p>When attuned, the wearer can use a bonus action to activate the energy source of the tassets. The energy within them causes the wearer's entire system to speed up, allowing the wearer to operate as though under the haste spell for one minute. The haste effect can be dismissed by the wearer early, and more importantly, it does not cause the lethargy effects of the spell when it ends. The wearer can use this feature twice daily.</p>
35	<p>The <b>Armor of Life</b> is a set of scale mail painted pure white with a red cross painted in the center of the chest area.</p> <p>The armor constantly monitors the health of the attuned wearer, and if the wearer drops to 0 HP, the armor delivers an electrical shock that grants 4D6 HP of healing energy. This feature is automatic and only activates once per day if needed.</p>
36	<p>The <b>Shield of Targeted Deflection</b> has a concave surface made of polished bronze. The back side is flat, and the shield's center is hollow, containing several springs that allow the concave surface to flex slightly when pressure is applied.</p> <p>As a reaction, the attuned wearer can use the shield to deflect one ranged weapon or spell attack and redirect the attack to any creature within 20 feet. The attack is considered a successful hit, and the target takes normal damage.</p>

37	<p>The <b>Armor of the Icy Wastes</b> is a set of pure white plate armor filled with sigils that looks suspiciously like snowflakes with tiny glyphs drawn into their design.</p> <p>When attuned and worn, the armor radiates a region of cold air that lowers the temperature by 20 degrees in a 10' radius. The cold is not enough to do damage but is a signal that something is odd. The wearer can use an action to cause the chilled area to freeze instantly, causing 8D6 HP cold damage to anyone within its radius. There is no saving throw as the cold effect of the armor allows the effect to take place instantly. The wearer is unaffected, and the sphere dissipates at the end of the wearer's turn. This feature can be used once daily.</p>
38	<p>The <b>Scales of Convexity</b> is a set of scale mail built with hundreds of small convex iron scales; all carefully joined to give the appearance of dozens of small interlinked bowls covering its surface.</p> <p>The wearer of this armor is immune to non-magical missile attacks. Arrows, spears, and similar range attacks are reflected away by the unique shape of the armor, and the wearer takes no damage.</p>
39	<p>The <b>Studded Leather of Transparency</b> is a smoky, almost transparent armor set. It almost looks like the studded embedded within it are just floating in the air.</p> <p>The attuned wearer can use the magic in this armor to turn invisible for one minute. The wearer will stay invisible until dismissing the effect or the wearer takes an attack action. The armor can grant invisibility up to three times per day (its maximum number of charges) and regains two daily charges.</p>
40	<p>The <b>Padded Armor of Cork</b> is a thick cloth set of clothing with a cork lining providing the padding material that gives it its strength and standard attack resistance.</p> <p>While wearing this armor, the wearer cannot sink in any liquid, whether water, oil, quicksand, or any other liquid.</p>
41	<p>The <b>Armor of the Heavens</b> is a set of jet black plate armor decorated with a map of the heavens and a "star" crashing into the ground.</p> <p>Once per week, the attuned wearer can call upon the mystical power of the armor to pull matter from the heavens, causing a meteor swarm to slam into a 50' radius area in any area that the wearer can accurately see up to one mile away. The swarm pounds the area with rocks from the heavens and causes those who fail a DC 18 Dexterity saving throw 12D6 HP bludgeoning damage and 10D12 fire damage, or half as much damage for those who succeed.</p>
42	<p>The <b>Armor of Magnetic Attraction</b> is a set of splint armor painted grey and decorated with streams of yellow lightning bolts across its surface.</p> <p>The attuned wearer gains the ability to attract or repulse iron objects. As an action, the wearer can command the suit to power up its electromagnetic field to attract any iron objects within 10' of the armor. All iron objects in that area will direct themselves towards</p>

	<p>the wearer and stick on the armor, causing no damage. This effect lasts three rounds or until dismissed by the wearer. Alternatively, an action can create a reverse magnetic field and repulse any iron objects within 10' of the wearer. Iron objects that come into range harmlessly drop to the ground. The armor contains two charges and recharges at dawn.</p>
43	<p>The <b>Leathers of Mourning</b> is a set of leather armor, including a skull cap, painted deep black and then decorated with the equivalent parts of a skeleton painted in glowing white paint. The effect makes the wearer look like a skeleton walking, especially in dark environments.</p> <p>The attuned wearer gains the ability to raise the dead as skeletons. As an action, the armor unleashes a heavy mist that covers a dead body, strips it of its flesh, and brings it to unlife as a skeleton under the wearer's control. The wearer can create and control up to four skeletons. The spell ends after 24 hours, but the armor can animate the skeleton at that time if the wearer desires.</p>
44	<p>The <b>Armor of the Fallen Warrior</b> is a set of hide armor painted with the portrait of a mighty warrior.</p> <p>Once per day, the attuned wearer can use an action to call forth a Gladiator or Knight (per the core rule book stats) as an ally who will fight alongside the wearer for one minute or until killed or dismissed.</p>
45	<p>The <b>Plate of the Pure</b> is a set of beautiful pure white armor impervious to scratches that could mar its sparkingly clean and unblemished surface.</p> <p>This armor can be worn by anyone but only attuned by someone who is lawful-good. If worn by a lawful-good character, the armor confers resistance to all bludgeoning, piercing, and slashing attacks and stays looking shiny and clean. Worn by a character of any other alignment, the armor confers vulnerability to all bludgeoning, piercing, and slashing attacks (i.e., double damage) and shows the wear of these attacks. The armor restores itself to its pristine state when removed.</p>
46	<p>The <b>Helmet of Control</b> is a cylindrical helmet with two slits for the eyes. It is painted with a wild array of dark colors that seem to swirl around in crazy patterns that affect the mind when stared at for too long.</p> <p>As an action, the attuned wearer can stare at a target within 30' and force it to roll a DC 17 Wisdom saving throw. If the target fails, it is possessed. If it succeeds, it is stunned until the end of the wearer's next turn. If the target is possessed, it is dominated by the wearer's mind and entirely under the wearer's control for one minute. On subsequent rounds, the wearer can use a bonus action to shout commands to the possessed.</p>
47	<p>The <b>Helmet of Heroism</b> is a simple circular helmet painted with various scenes showing valiant warriors fighting against incredible odds and winning.</p> <p>Once per day, the attuned wearer can use an action to cause the helmet to release a flash of pure white light in a 30' radius. All allies touched by the light gain immunity to fright</p>

	(and are cured of the fright condition if already frightened) and gain ten temporary hit points. This ability can be used once per day.
48	<p>The <b>Red Leather of Rage</b> is a set of leather armor dyed blood red and decorated with archaic runes that cause a headache if directly stared at for a while.</p> <p>The attuned wearer gains the ability to rage (per the barbarian class) as an action without the adverse side effects. The wearer can still cast spells and maintain concentration while in this magically induced rage state.</p>
49	<p>The <b>Green Bouche of Paralysis</b> is a large wooden shield painted with the visage of a dragon spewing a gas that has an army garrison frozen in place with terrified looks on their faces.</p> <p>The attuned wearer can use an action to cause the shield to unleash a green mist in a 20' radius causing every chosen target in range to roll a DC 17 Constitution saving throw. If the target fails, it is paralyzed for one minute or until successfully attacked, at which point the paralysis breaks.</p>
50	<p>The <b>Padded Armor of Sulfur</b> is a deep yellow set of cloth armor that vaguely smells of sulfur and burnt cloth.</p> <p>As an action, the attuned wearer can call forth the powers of the armor to ignite and cast flame in a 5' radius for one minute. The fire causes 1D6 damage to all within 5' of the wearer every round they stay within 5'. This damage is in addition to any normal attack damage. The wearer can cause this flame effect twice daily.</p>
51	<p>The <b>Armet of Radiance</b> is a burnished, brushed iron helmet with a liftable visor. The comb is honeycombed, and each honeycomb contains a clear faceted piece of quartz.</p> <p>The attuned wearer can use an action to cause the crystals in the comb to erupt with radiant energy causing 2D6 damage to everyone within 10' of the wearer. The helmet can cause this burst of radiant energy two times daily.</p>
52	<p>The <b>Gorget of Balance</b> is a banded copper piece protecting the neck and upper chest. It has a holy symbol on the chest portion that faintly glows white in dark areas.</p> <p>Once per day, anyone can lay a hand on the holy symbol and be freed of one curse. When the afflicted touches it, the symbol glows more brightly, and its radiance completely covers the afflicted for a few seconds while it burns the curse from the flesh.</p>
53	<p>The <b>Chains of Thoth</b> is a set of iron chainmail armor with a series of copper rings on its back shaped like an hourglass with sand dropping into the lower section.</p> <p>Once per day, the attuned wearer can step backward in time up to one minute and use that gift to alter the outcome of a single event that happened in that period.</p>
54	The <b>Close Helmet of Seeing</b> is a polished brass helmet with a single rectangular-shaped quartz crystal fitted into its eye slit.

	<p>The attuned wearer has truesight out to 60' while wearing this helmet. Truesight allows the wearer to see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the wearer can see into the Ethereal Plane.</p>
55	<p>The <b>Aventail of Gab</b> is a chainmail collar that wraps around the neck and covers the upper chest. It is made of copper rings intermixed with gold rings vaguely shaped like a tongue.</p> <p>The aventail grants the attuned wearer advantage on all charisma-based skills and saving throws.</p>
56	<p>The <b>Fauld of the Mountains</b> is a series of horizontal gray-colored leather strips that extend from the waist to mid-thigh. The strips have been artistically engraved to show a mountain range.</p> <p>When attuned, the wearer gains the strength of a mountain giant (23), and all the strength-based skills and saving throws adjust accordingly.</p>
57	<p>The <b>Gauntlets of the Golden Dwarf</b> is a set of finely worked steel gauntlets. Each articulation lines up perfectly with the wearer, and delicate finger movements are still possible while wearing them. The gauntlets have a slight golden sheen.</p> <p>The fingers turn a deep golden color within 500' of a valuable mineral deposit. If the deposit is to the left, the leftmost finger turns deep golden, and if to the right, the rightmost finger turns deep golden. When the deposit is straight ahead, the entirety of both gauntlets turns deep golden.</p>
58	<p>The <b>Gauntlets of Archery</b> are made of rough light brown linen cloth and lined with the finest silk. The outer layer's roughness gives superior holding ability, and the inner layer's smoothness offers an excellent tactile sense at the fingertips.</p> <p>The gauntlets give the attuned wearer superior control of bows. When worn, the archer gains a +2 to all bow attacks. Three-quarters cover is reduced to half cover, and half-cover is reduced to no cover.</p>
59	<p>The <b>Besagew of Attraction</b> is a set of concave-shaped iron rondel armpit protectors. They are etched with arrows, all radiating outward from the center.</p> <p>The attuned wearer can use a reaction to shift so that a missile attack strikes the besagew and ricochets off it up to 10' in a controlled direction. If a target of the wearer is within 10's, the target can be hit by the missile and take its full damage.</p>
60	<p>The <b>Buckler of Blindness</b> is a small iron shield with a silvered center etched with a symbol that looks like a closed eye.</p> <p>The attuned wearer can activate the buckler's power as a bonus action on a successful melee strike against a target. When activated, it unleashes a blinding flash of light in the</p>

	target's eyes. The target must make a DC 16 Constitution saving throw or become blinded until the end of the wearer's next turn.
61	<p>The <b>Vambraces of Noise</b> is a set of steel forearm protectors painted storm cloud grey with lightning bolts weaved through the cloud-like appearance of the art.</p> <p>The attuned wearer can use an action to slam the two vambraces together and release a thunderwave per the spell. This ability can be used once per round.</p>
62	<p>The <b>Armor of the Spider</b> is a set of leather armor painted forest green with a giant spider painted on the back with its legs wrapping around the front of the armor.</p> <p>This armor allows the wearer to travel on any solid surface at least one inch wide, horizontal, vertical, or upside down. Additionally, the wearer is not affected by balance or slipperiness issues on that surface.</p>
63	<p>The <b>Armor of the Smited</b> is a set of metal armor painted black with brilliant white radiant bursts scattered around its surface.</p> <p>The attuned wearer can add a 3rd level smite to a melee attack twice daily. The smite causes 4D8 radiant damage.</p>
64	<p>The <b>Gauntlets of Disarming</b> is a set of steel gauntlets with an unusual coating that feels slightly sticky to the touch.</p> <p>As a reaction, the attuned wearer can use the gauntlets to attempt to disarm an attacker's melee weapon. Each will roll a strength check. The wearer of the gauntlets rolls with advantage. If the wearer wins the roll, the wearer rips the weapon out of the attacker's hands and tosses it 10' away. If the wearer loses the roll, nothing happens.</p>
65	<p>The <b>Padded Armor of Invulnerability</b> is a set of light blue padded armor with a deep slash mark in its chest area that has been poorly sewn back together.</p> <p>Once per day, the attuned wearer can call on the armor's power to grant invulnerability. The wearer is resistant to damage from all attack types for one minute.</p>
66	<p>The <b>Armor of Fire Walking</b> is a set of leather armor painted glacier-blue. The soles of the boots are incredibly thick but still surprisingly light.</p> <p>The attuned wearer gains resistance to fire damage and can walk across hot surfaces, even lava, with no ill effects.</p>
67	<p>The <b>Shield of Repulsion</b> is a medium-sized round shield with a stylized storm cloud blowing a heavy wind from its "mouth" portrayed on its cover.</p> <p>As a bonus action, if an attack hits a target in melee range, the wearer can use the shield's power to repulse that target 15' back if the target fails a DC 16 Strength saving throw.</p>
68	<p>The <b>Gauntlets of Infinite Reach</b> is a set of gauntlets made of a copper-gold alloy and engraved to look like the claws of a fierce creature.</p>



	<p>As a bonus action, the attuned wearer can cause nebulous-looking claws to overlay the gauntlets. As an action, the wearer can perform a claw attack against any single target within 15' and cause 2D6 slashing damage. The effect stays active for one minute or until dismissed.</p>
69	<p>The <b>Plate of Horsemanship</b> is decorated on its back with a horse riding in a dusty plain.</p> <p>As an action, the attuned wearer can summon and mount a steed. The steed is a fey creature that takes the form of a steed (generally a horse) and takes commands from the wearer. If the steed is involved in fights, it takes its actions on the same initiative roll as the wearer once the wearer is done. The steed can be dismissed at will.</p>
70	<p>The <b>Armor of the Roo</b> is leather armor made from kangaroo hide. The only noticeable feature of the armor is that the leggings are permanently wrinkled.</p> <p>The wearer of this armor can use an action to run 10' and then jump 15' vertically or 30' horizontally.</p>
71	<p>The <b>Armor of the Acrobat</b> is a set of unusually supple leather armor, complete with boots and gloves with roughness on their gripping sides.</p> <p>The attuned wearer of this armor has their dexterity score changed to 18. The user gains all bonuses to abilities and saves granted by that score.</p>
72	<p>The <b>Coif of Entrapment</b> is a chain helmet and neck/chest/upper back guard. It is made from a mix of steel and bronze rings in alternating rows.</p> <p>The attuned wearer can use an action to cause the ground around a target to rise to waist height and turn stone hard, entrapping the chosen in place if the chosen fails a DC 17 Dexterity saving throw. While so entrapped, the target is restrained. The trap lasts one minute or until dismissed by the wearer. The wearer can use this power two times daily.</p>
73	<p>The <b>Claws of Acid</b> is a set of iron gauntlets painted deep black with purple highlights. Extending from the fingertips are short hollow claws.</p> <p>The wearer can use the claws as an unarmed attack action. If the attack is successful, the claws do 1D6 slashing damage and 1D6 acid damage as acid fills the tears from the claws.</p>
74	<p>The <b>Armor of the Clover</b> is a set of plate mail painted with a single large four-leaf clover on its chest and a Cheshire smile on its back.</p> <p>The attuned wearer gains the lucky feat while wearing this armor.</p>
75	<p>The <b>Armor of Duality</b> is a set of split armor painted white on its left and black on its right side.</p> <p>The attuned wearer can use an action to split into two fully functional copies, each able to perform as usual in battle. They can both attack, cast spells, and any other action that can typically be taken. However, the pool of spells and hit points is not doubled. Thus if one is</p>

	<p>damaged, it reduces the total HP of the wearer, and if a spell is cast, it reduces the number of available spells the wearer is allocated.</p>
76	<p>The <b>Gauntlets of Heat</b> is a set of gauntlets painted in a fire motif. The artistry is of such quality that it looks like they are actually on fire.</p> <p>The attuned wearer can use an action to cast any fire-based spell less than the third level. This spellcasting ability can be used four times per day.</p>
77	<p>The <b>Studded Gauntlets of Holding</b> is a set of leather gauntlets covered with a dozen dull, clear crystal studs on the back of each gauntlet.</p> <p>The gauntlets act similar to a bag of holding. Each gauntlet can hold up to 12 items. Each time an item is added to the gauntlet's extradimensional space, a stud changes color and shows a representation of that object on its surface. To retrieve an item, the wearer uses a bonus action to touch the representative stud, and the item appears in the wearer's hand. The stud then returns to its dull aspect.</p>
78	<p>The <b>Armor of Duplicates</b> is a dull gray-colored set of armor decorated with engravings of three miniature sets of armor on its chest plate.</p> <p>The attuned wearer can use an action to call on the armor's power to create three mirror images (per the mirror image spell.) When cast, a cloud of darkness surrounds the wearer as the three engravings flow from the armor and form into their full size. As the darkness dissipates, everyone sees four copies of the wearer, each poised and ready for battle.</p>
79	<p>The <b>Sabaton of Lucky Coincidences</b> is a set of armored shoes made from pounded iron that are unusually heavy in the front.</p> <p>The heaviness of the front of the shoes makes the wearer occasionally misstep and do things like kicking over a rock or tripping on a loose floorboard. Once per day (or other time frames as decided by the game master), the shoes cause the wearer to trip or stumble, revealing some interesting item, whether it be a gold coin, a small gemstone, a secret hidden compartment in the floor, or a similar coincidental find.</p>
80	<p>The <b>Hide of Ogre Power</b> is a set of armor made from the hide of an ogre. The grey-green skin was worked to be supple and offer full, unfettered movement. The inside of the armor is painted with an image of a ferocious ogre.</p> <p>The armor gives the attuned wearer a strength score of 19 with all the attendant skill and saving throw adjustments that score offers.</p>
81	<p>The <b>Gauntlets of Proficiency</b> are a set of metal gloves covered in runes that glow faintly as the power of the gauntlets is activated.</p> <p>The gauntlets give the wearer proficiency in two skills (one for each gauntlet.) The game master can decide on the skills, or the player character who wears the gloves can choose. When the character uses the newly proficient skill, the runes on the gloves glow faintly.</p>

82	<p>The <b>Armor of Fortitude</b> is a set of studded leather made of a bull's hide and covered with scenes of mighty warriors surviving seemingly impossible battles.</p> <p>The armor gives the attuned wearer a +2 bonus to constitution, not to exceed 20. It also provides the wearer with advantage on constitution-based saving throws.</p>
83	<p>The <b>Gauntlets of Destructive Might</b> is a set of cloth gauntlets with an intricate matrix of copper and silver threads decorating them.</p> <p>The gloves give the attuned wearer the ability to disintegrate a 10'x10' section of rock thrice daily. The stone breaks down into a fine dust that gently blows away from the newly created space.</p>
84	<p>The <b>Armor of Quiet Slumber</b> is chain armor made from interlinked brass, copper, and iron rings. The back is painted to look like a quiet pastoral scene.</p> <p>The attuned wearer can use its power once daily to create a secure 10'x10' shelter that keeps the outside world's hustle and bustle away to allow for quiet relaxation. The effect lasts for four hours. While in the shelter, creatures have disadvantage on any checks to locate the wearer.</p>
85	<p><b>Bumblebee</b> is a set of yellow and black striped leather armor that has several tiny black barbs on its surface.</p> <p>When the wearer grapples an opponent, the tiny barbs grow and penetrate the opponent injecting a potent poison. The opponent takes 4D8 HP poison damage on a failed DC 17 Constitution save or half damage if successful on the roll.</p>
86	<p>The <b>Gauntlets of Regeneration</b> are made of silver with brass joints and iron bolts holding them together. The inner surface is etched with a poem of healing.</p> <p>The attuned wearer can use an action to touch one person or other creature and activate the magic of the gauntlets. Once activated, they quietly hum the poem engraved on their interior and cause a yellow-white glow to surround the entity being touched. This power regenerates the entity (per the regenerate spell.)</p>
87	<p>The <b>Armor of Resurrection</b> is a set of armor covered with a series of necromantic symbols and power glyphs.</p> <p>When the attuned wearer is killed, the armor's magic automatically activates and resurrects the wearer (per the resurrection spell.) This power can only be activated once per week. If the wearer dies before the armor recharges, it cannot help.</p>
88	<p>The <b>Gauntlets of the Ferocious Storm</b> are made of lightning-blackened iron.</p> <p>Once per day, the attuned wearer can use them to cast a chain of lightning (per the chain lightning spell) that originates in the left gauntlet, travels to its targets, and completes the circuit by ending at the right gauntlet.</p>

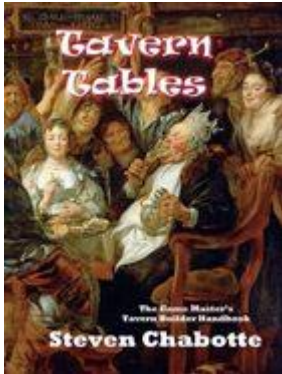
89	<p>The <b>Targe of Stunning</b> is a round shield approximately the diameter of a torso. It is made of studded leather stretched onto a wood frame. The studs are in a spiral design, with one large stud in the center and smaller and smaller ones radiating out from there.</p> <p>The attuned wearer can use an action to strike a target with the shield and attempt to cause the target to be stunned (per the power word stun spell.) The targe can be used once per day.</p>
90	<p>The <b>Kettle Hat of Forms</b> is a pounded iron hat round on the top with a three-inch rim and a strap to place under the chin to hold it firm. Small images of various creatures are engraved in a circle around the top interior of the hat.</p> <p>As an action, the attuned wearer can picture one of those engraved images inside the hat and polymorph into that creature (per the polymorph spell.)</p>
91	<p>The <b>Armor of the Suck</b> is a set of metal armor covered in various colored ceramic pieces portraying the image of a warrior standing calmly while being assaulted from all sides by magical attacks.</p> <p>The attuned wearer can create an antimagic field (per the spell). When used, it creates a 10' radius sparkling sphere surrounding the wearer and any others in that space. It lasts for ten minutes and effectively stops all magic from operating in the sphere or external magic affecting anyone in the sphere. This power can be used once per week.</p>
92	<p>The <b>Helm of the Flame</b> is a metal helmet painted a ruddy red with three gems situated in its comb. Two of the gems are fire opals, and one is a ruby. Each glows faintly in the dark.</p> <p>The attuned wearer can draw on the energy of the gems to cast fire-based spells. The charged fire opals allow the wearer to cast a fireball, and the charged ruby enables the wearer to cast a wall of fire. Each casting takes an action to complete, and once completed, the charge in the gem is expended. The expended gems recharge once per day.</p>
93	<p>The <b>Helmet of Thoughts</b> is a leather helmet covering the scalp and back of the head. It is dyed to look like a grayish fog, and its interior is carved with mystic runes that hint at some powerful force being contained with it.</p> <p>When the helmet is tuned, the wearer feels tendrils reaching into the brain, increasing awareness of the environment. The helmet has two powers. The first is that the wearer cannot be surprised. The second is that once per day, the wearer can use an action to tap its power to telepathically link up with a willing ally (per the telepathy spell.)</p>
94	<p>The <b>Sallet of Brilliance</b> is a white metal helmet covered with a random jumble of letters from various common and arcane alphabets.</p> <p>When worn, the wearer gains the ability to read and comprehend all mundane and magical languages. This translation ability works for both written works and spoken languages.</p>

95	<p>The <b>Coif of Focused Sounds</b> is a cloth head and shoulder wrap covered in a chain mail weave. Smoothed bits of conch shells are weaved into the cloth where the coif rests against the ears.</p> <p>While wearing the coif, the wearer cannot be surprised and, due to the superior hearing it imparts, does not suffer disadvantage on attacks or traveling in pitch black environments. However, if the wearer is targeted with any spells that affect hearing and require a saving throw, the wearer has disadvantage.</p>
96	<p>The Horned Helm of the Ram is a steel helmet with curled ram horns mounted on its sides. The horns are plated with gold to make the helmet surround the wearer with a golden glow in bright sunlight.</p> <p>The attuned wearer can use an attack to ram a target within 5' without the need for a running start. If the strike is successful, the target takes 2D8 bludgeoning damage and is pushed backward 10' if it fails a DC 16 Strength saving throw.</p>
97	<p>The <b>Leathers of Numbness</b> is a set of supple deerskin armor dyed a pale yellow and covered with various sized gray and black blotches, all connected by thin blue lines forming a definite pattern of unknown purpose.</p> <p>When the attuned wearer is struck with a bludgeoning weapon, the pattern on the armor joins together at the point of the attack and forms a rigid barrier that only allows half the bludgeoning damage to penetrate the armor to the wearer.</p>
98	<p>The <b>Great Bascinet of the Gorgon</b> is a helmet with a pointed top and pointed nose piece peppered with holes to facilitate breathing. It is made of steel, and the sides of the pointed top are painted with sharp-looking horns.</p> <p>Once per day, the attuned wearer can use an action to take a deep breath and exhale it through the nose piece. As the breath travels through the holes, it is transformed into a petrifying breath that spreads in a 30' cone. Every entity in that cone must roll a DC 14 Constitution saving throw or be restrained and begin to turn to stone. The restrained target must repeat the saving throw at the end of its next turn. If the target fails, it completes the process of turning to stone; otherwise, the effect is shrugged off.</p>
99	<p>The <b>Armor of the Truthful Tongue</b> is a powder-blue plate armor set. On its front is a portrait of a smiling person. On its back is a portrait of a distraught person whose tongue has been cut out.</p> <p>As an action, the wearer can cast an effect similar to the zone of truth spell. If the affected target fails a DC 17 Charisma saving throw, it must speak the truth or suffer 1D6 HP lightning damage as an electrical shock.</p>
100	<p>The <b>Hide of the Insect Might</b> is a set of hide armor made from a giant praying mantis. It is green-grey with a leaf-like texture.</p> <p>The attuned wearer can use an action to transform into an ankheg with 66 HP. The rest of the stats are identical to those in the core rule book. This transformation lasts for one</p>

	minute and can be used once per day. If the ankheg form is killed, any excess hit points transfer to the wearer, who now transforms back.
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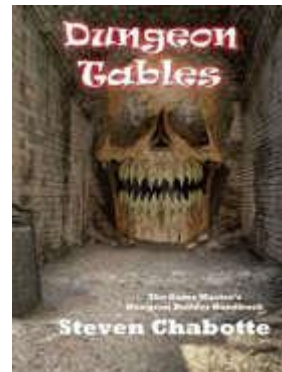


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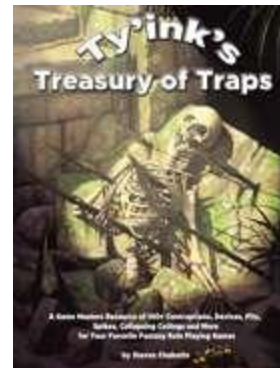


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